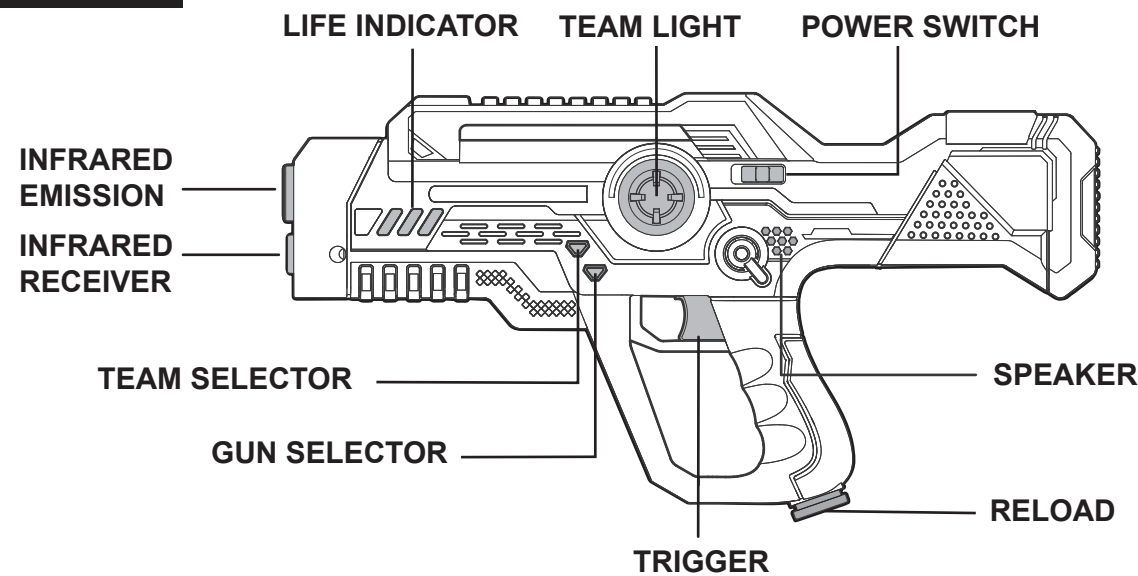


BATTLE GUNS

LASER TAG & WALKIE TALKIE - 2 PACK

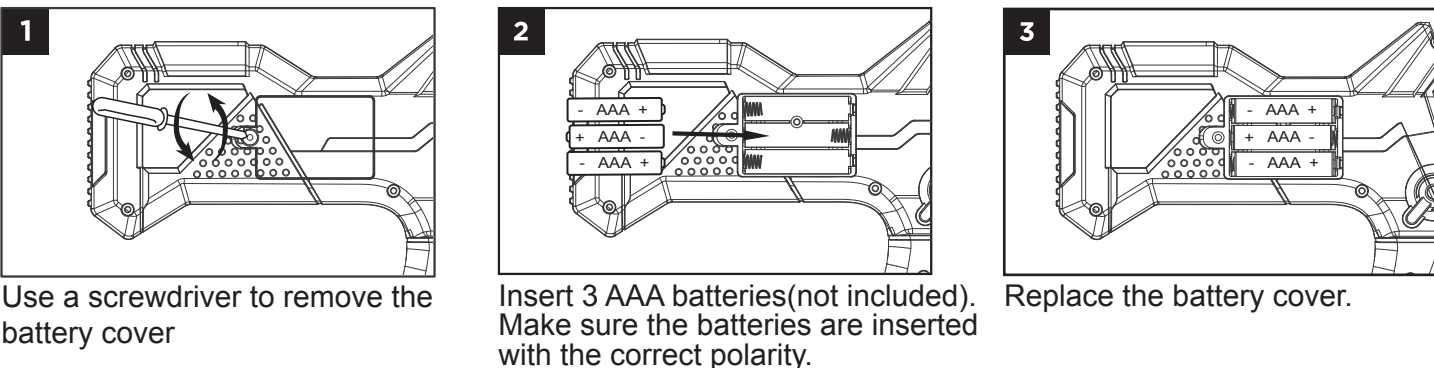
INSTRUCTION MANUAL

GUN DIAGRAM



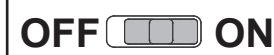
- LIFE INDICATORS(3): EACH LIFE INDICATOR REPRESENTS 3 HEALTH POINTS (FOR A TOTAL OF 9) .
- LOW BATTERY: THE 3 LIFE INDICATORS WILL FLASH SLOWLY TO INDICATE THAT THE GUN HAS LOW BATTERY.
- MAX STRIKE DISTANCE:40 METERS.

BATTERY INSTALLATION



OPERATION INSTRUCTION

1 Switch the gun on(It will play the start sound and team light will flash different color). The gun will default to Single shot.



2 Team selection: Press the team selection button to toggle between teams. There are 4 colors to represent possible teams – blue, red, green or white. You cannot shoot your own team. A player cannot change teams during a game.



3 Gun modes selection: Press button (GUN SELECTOR) to toggle between 4 gun modes.

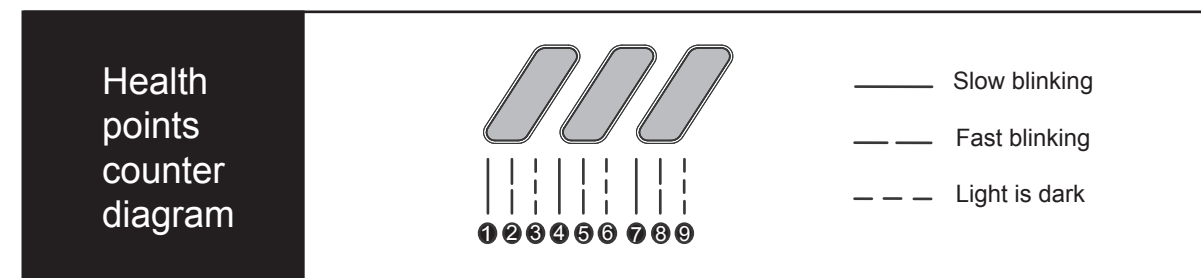


Gun Modes	Single shot	Laser guns	Machine gun	Plasma gun
Shots				
Health reduced by each shot				

When you run out of ammo, press the reload button under the grip to reload.

- 4** Aim and shoot at an opponent's gun to register a hit. Once hit, the health points counter will reduce accordingly and the gun will vibrate and emit a sound. Each life indicator will show a different level of health:
 Lost 1 health point = Slow blinking;
 Lost 2 health points = Fast blinking;
 Lost 3 health points = light will be dark.
 When all health points reaches 0, all indicators will flash and you will not be able to shoot anymore.

NOTE: Each gun has 3 live indicators, represents 9 health points.



RESET GUN

- A player cannot change teams or reset a gun during a game.
- Press the team selection button to change your team before a game.
- To reset a gun, switch the gun off and on.

TROUBLE SHOOTING

Problems	Possible reasons	Solutions
Products without funtion	The batteries are installed wrongly or they are flat.	Reinstall the battery or change the battery.
	The switch is off.	Make sure the switch is on.
Failure to hit aims	Shot your teammates.	Try to shoot your opponents.
	The bullets haven't been added after changing the gun type or they have been used up.	Press the " reload " button to reload the bullets.
	Failure to aim at opponents or it exceeds maximum range.	Aim at the targets, shorten the shooting distance.
Disable to use normally	Obstacles existing between two shooters.	Avoid obstacles.
	Low battery power, the life indicators flash at the same time.	Replace with new batteries or charge (only for rechargeable batteries).
Shorter firing range	Affected by the other infrared devices (like TV remote control).	Don't use the other infrared devices when playing the toy.
	Using the laser tag in strong sunlight.	Block sunlight or play in an area without strong sunlight.

NOTE: If normal operation of the product is disturbed or interrupted, strong electro-magnetic interference may be causing a problem. Reset the product by turning it completely off and then back on. If normal operation does not resume, try replacing the batteries and moving the product to another location.

WARNINGS REGARDING BATTERIES

- Do not mix alkaline standard (carbon zinc) and rechargeable (nickel hydride) batteries.
- Do not mix old and new batteries.
- Non-rechargeable batteries should not be charged.
- Rechargeable batteries should be charged under adult supervision only.
- Exhausted batteries should be removed.
- The supply terminals should not be short-circuited.
- Do not put batteries next to or in a heat source (fire, electronic heating device, etc.)
- Do not hit batteries against hard objects.
- Do not submerge batteries in water.
- Batteries should be inserted with the correct polarity.

Maintenance And Repair

- Please remove batteries if you do not use this product for a long time.
- Clean this product regularly with damp cloth.
- Avoid exposing or heating in the sun.
- DO NOT immerse the gun in water, or the electronic parts will be damaged.



WARNING: DO NOT modify the product, or it may lead to product failure or inability to control.



This product does not involve actual lasers; it uses safe infrared technology . The beam is not visible.

SPECIFICATIONS

Infrared Distance: Up to 40m
 Play Time: Up to 5 Hours
 Batteries:
 Gun: 3 x AAA Each (Not Included)
 Walkie Talkie: 3 x AAA Each (Not Included)
 Dimensions:
 Gun: 372(L) x 195(H) x 50(W)mm
 Walkie Talkie: 110(H) x 56(W) x 36(D)mm

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